

AGB-V49E-USA

GAME BOY ADVANCE



INCLUDES
RUMBLE
FEATURE!

DRILLDOZER™

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*



Nintendo does not license the sale or use of products
without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY®
ADVANCE OR NINTENDO DS™ VIDEO GAME SYSTEMS.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit
www.nintendo.com/community.

If you prefer to use your phone, recorded tips for some of our hottest games
are available on our Power Line at (425) 885-7529. This may be a long-
distance call, so please ask permission from whoever pays the phone bill.

© 2005-2006 NINTENDO/GAME FREAK INC. ALL RIGHTS, INCLUDING THE COPYRIGHTS OF GAME, SCENARIO, MUSIC AND
PROGRAM, RESERVED BY NINTENDO AND GAME FREAK INC. TM, ® AND GAME BOY ADVANCE ARE TRADEMARKS OF
NINTENDO. © 2006 NINTENDO.

CONTENTS

How to Play	8
Drilling	10
Basic Moves	12
Drill Skills	14
Starting the Game	16
Playing the Game	18
Trailer	20
Helpful Hints	24



STORY

Jill may look like an average schoolgirl, but she just happens to be the daughter of the big boss of the Red Dozers, a friendly gang of thieves! Growing up with the Red Dozers meant learning skills other kids never pick up. When she was just a toddler, she was already stomping around in a powerful Drill Dozer robot! The thieving life was good until the evil Skullker gang thugs ambushed her dad and even pilfered with her precious Red Diamond! While the big boss recuperates, it's up to Jill to lead the Red Dozers, demolish the Skullkers with her Drill Dozer, and get her Red Diamond back!



ABOUT THE RUMBLE PAK FEATURE

This game includes a built-in Rumble Pak™. Please read the following information before you play the game with the Rumble feature enabled.

The Rumble Pak includes built-in features that rumble while you play, providing realistic feedback.

TROUBLESHOOTING

The Rumble Pak is making a sound.

— When the Rumble Feature is on, the Rumble Pak will make sounds during game play.

Does not rumble

— Make sure the Rumble Feature is turned on in the game (see page 17 for more information on how to set the Rumble Feature).

— Make sure the edge connector of the Rumble Pak and the Nintendo Game Boy Advance system are not dirty.

Does not stop rumbling

— Make sure the edge connector of the Rumble Pak and the Nintendo Game Boy Advance system are not dirty.

If the Rumble Pak still does not work properly after following these troubleshooting measures, please call Nintendo customer service at 1-800-255-3700.

HOW TO PLAY



When playing the game on the Nintendo DS, Nintendo Game Boy Advance SP, or the Nintendo Game Boy Player, please read the instruction manual of each system.

L BUTTON

- Spin your drill counter-clockwise.
- Shift up (while drilling).

+CONTROL PAD

- Move the cursor.
- Press left or right to walk.
- Press down to crouch.

SELECT

- Display the Equipment screen (see pg.21 for more information).



R BUTTON

- Spin your drill clockwise.
- Shift up (while drilling).

A BUTTON

- Confirm selections.
- Jump.
- Press +Control Pad down and the A Button to Dash.

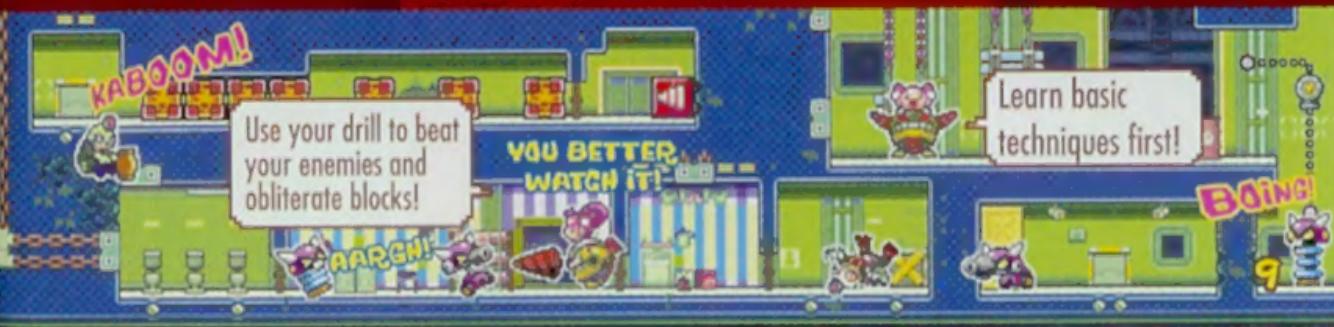
B BUTTON

- Cancel/Go back.
- Action.

START

- Start the game.
- Go to the Save screen (see pg.22 for more information).
- Skip dialogue that you've already seen.

- * Press the A Button, B Button, and START to reset the game.
- * Please refer to pages 8-13 for more information on controls.



DRILLING



SPIN DRILL

R or L Button

Press the R Button to spin your drill, or press the L Button to spin it the other way. Press the +Control Pad in the direction you want to move while drilling. Hold down the L or the R Button to keep the drill spinning.



RECOIL

R Button → L Button

Spin your drill and quickly reverse the drill's direction to recoil backwards. For example, press the R Button to spin the drill and then press the L Button.



SHIFT UP

R or L Button

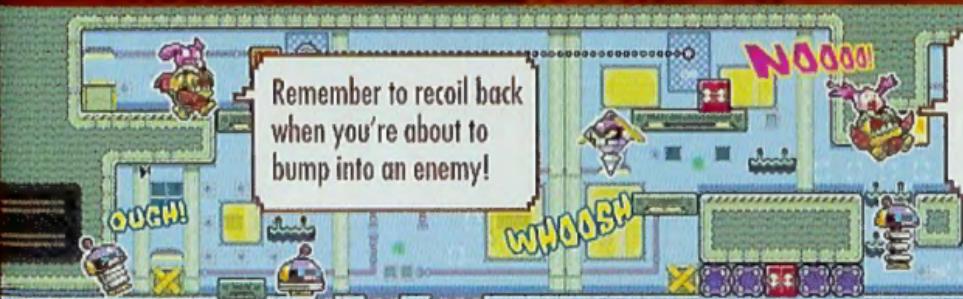
You can upgrade your Drill Dozer with extra gears! As you progress, learning to shift to higher gears will be crucial.



1 Shifting up to the next gear dramatically increases your Drill Dozer's destructive power. Search for gearboxes and drill into them to get the gear inside.

2 The drill gauge will fill as you spin your drill. Keep spinning your drill until "SHIFT UP!" appears on the screen.

3 Once you see "SHIFT UP!", release the button for a split second and then press it again to shift up.



Remember to recoil back when you're about to bump into an enemy!

Upgrade your Drill Dozer with two extra gears to keep your drill spinning as long as you want!

BASIC MOVES



The Drill Dozer is a devastating piece of hardware that can pull off some incredible moves. Take the time to learn them all!

WALKING AND CROUCHING +Control Pad

Press the +Control Pad left or right to walk. Press the +Control Pad down to crouch.



DASH Press +Control Pad down + A Button

Press down on the +Control Pad to crouch, and then press the A Button to dash along the ground.



JUMP A Button

Press the A Button to jump. The height of your jump depends on how long you hold down the A Button.

ACTION B Button

Press the B Button when the B Button symbol appears above you to open doors, read signs, push switches, and perform other actions. You can also press the +Control Pad up or down while holding down the B Button to scout out the area around you.



DRILL SKILLS

Use these advanced maneuvers in your fight against the skullkers!



DRILLING R Button or L Button

While you drill into a block on the ceiling or hovering in the air, you'll stay up in the air as long as the drill is spinning.



KICK BACK R Button → L Button

Reverse the drill while drilling into a block to perform a kick, back move and fly backwards. For example, press the L Button to drill into a block, and then press the R Button to kick back.



SKIPPING GAPS R or L Button & +Control Pad

Press and hold the +Control Pad in the direction you're drilling into a block to plow forward to the next block when it crumbles.



DEFLECTING R Button or L Button

Use your drill to deflect enemy bullets. Beware: some enemies attack with weapons that can't be deflected, such as a bomb.



Use the drilling and the kick, back techniques to climb in a zigzag!

THERE SHE IS!

SCOUTING THE AREA!

Use skill to overpower your enemies!

STARTING THE GAME



The health and safety screen will appear when you turn on the power. Once you've read the information, press any button to advance to the title screen.

SAVE SELECTION

Press START on the title screen to access the save-selection screen. Here, you can access your saved games.



Playing for the first time

The first time you play, select New Game.

Continuing a saved game

Choose the save game you want to resume.

Changing game settings

You can change the following settings in the menu located below the save data. Follow the instructions on the screen to make adjustments.

Copy / Erase

You can copy or erase saved data. When copying data, choose the data you want to copy and then select where you want to copy it to. When erasing data, select the data you want to erase.

Sound

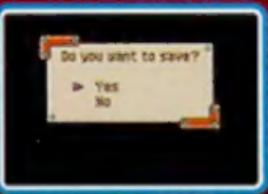
Choose between mono or stereo sound.

Rumble Feature

Choose on or off.

Saving your progress

You can save your progress on the Save screen. See pg.22 for more information.



Be careful! If you erase saved data, it's gone forever!



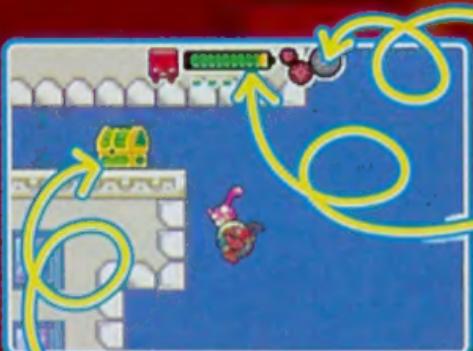
PLAYING THE GAME

Take control of Jill's powerful Drill Dozer and demolish your way through area after area packed with enemies!



STAGE SCREEN

Use all of the moves at your disposal to make your way to the end of the area. Just touch an item to grab it. See pg.25 for more information.



Gears

Find gears to gain the ability to shift up! See pg.11 for more information.

Energy

The Drill Dozer's energy bar will fall every time you take damage.

Touch treasure chests to get the loot inside! See pg.22 for more information.



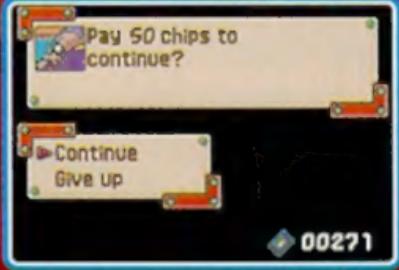
SHIFT UP!

When you find a gear, the Drill Dozer will be automatically upgraded with the ability to shift up. The Drill Dozer can carry up to three gears. Due to wear and tear, you will lose all of your gears when you complete an area.



GAME OVER

Your game is over when you run out of energy. However, you can pay 50 Chips to continue. See pg.25 for more information.



TRAILER

You will be taken back to the trailer every time you complete an area. There, you can buy upgrades, view your treasures, save your game, and more!



GETTING AROUND THE TRAILER

Each character in the trailer has a different area of the trailer.
Select a character with the +Control Pad and press the A Button to move to that area.

 MAP

Here, you can choose the area you want to travel to. First select the area, and then choose the stage in that area you want to enter. Select the Red Dozers' Training Course to practice your skills.



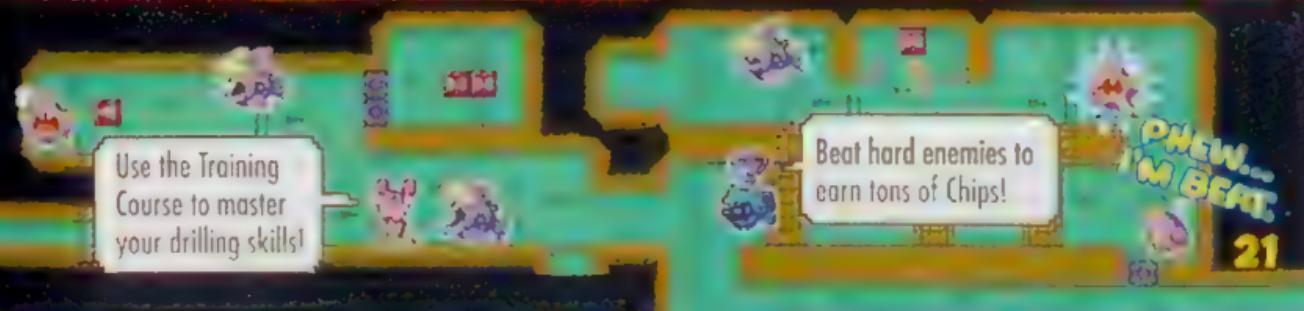
EQUIPMENT

Your Drill Dozer's current equipment will be displayed here. You can also view this screen by pressing SELECT during play.

Drill Bit	The drill bit you currently have equipped.
Drill Type	View the drill type you have equipped. Sometimes, you can use special equipment.
Gears	The gears you have equipped.
Energy	The current and maximum energy capacity of your Drill Dozer.
Chips	The number of Chips you have collected.

 Help

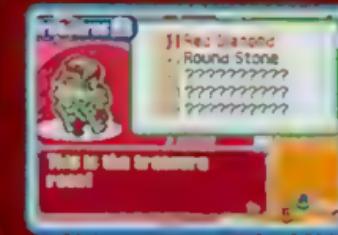
Press the A Button to view the help screen. Use the +Control Pad to select a subject, then press A to view it.





TREASURES

Go here to see a list of treasures you've found. Use the +Control Pad to select a treasure and view its description.



SAVE

Go to this area to save your game or put your system to sleep. Select an option from the menu below. You can also reach this screen by pressing START while you play.



Save

| Save your progress.

Put your Game Boy Advance system in sleep mode. Press SELECT while holding down both the L and R Buttons to wake up your system.

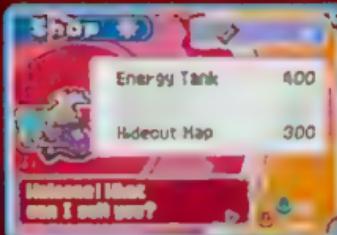
Sleep

| Return to the trailer. This option only appears when you're in an area.

22

SHOP

The shop will only appear after you've progressed a ways into the game. Here, you can spend your hard-earned Chips to buy items and upgrades. See [23](#) for more information.



Collect treasures!

Treasure chests have been hidden all over the world. It's up to you to find them! They're often hidden in hard-to-reach places. Sometimes, you may even need a more powerful drill bit to get to them! Can you collect all of the treasures in an area?



23

HELPFUL HINTS

Some helpful hints are listed below. Be sure to check the help file (see [PAGE 222](#) for more info) to learn how to use them.

CRACKED WALLS

When you see cracked wall, drill into it. You may find some loot!

EQUIPMENT FOR EVERY OCCASION

As you play the game and find more equipment, you'll be able to operate underwater and even fly in the air!

COLLECT ITEMS

Smash open item blocks with your drill to find items. You can spend Chips at the shop to get items, too!
Items you can find in an area.



Energy



Chips

Recovers your energy. How much you recover depends on the size.

Spend chips at the shop to get new items and upgrades!

Items you can buy at the shop.



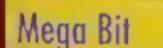
Energy Tank

Increases your maximum energy level.



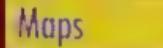
Super Bit

This strong drill bit can crush solid rock.



Mega Bit

The most powerful drill bit. It can smash even the hardest rocks!



Maps

A new area will appear in the map room.



CREDITS

DIRECTOR

KEN SUGIMORI

CHARACTER DESIGN

HIRONOBU YOSHIDA

LEAD PROGRAMMER

SOHSUKE TAMADA

MUSIC & SOUND EFFECTS

GO ICHINOSE

SATOSHI NOHARA

SCENARIO WRITERS

AKIHITO TOMISAWA

KENJI MATSHIMA

VOICE ACTING

SACHIKO HAMANO
HIRONOBU YOSHIDA
NAOKO YANASE
SATOSHI NOHARA

PROGRAMMING

KEITA KAGAYA
YOSHINORI MATSUDA
DAISUKE GOTOH
MASAO TAYA
SATOSHI NOHARA
HISASHI SOGABE

GRAPHIC DESIGN

HIRONOBU YOSHIDA
MOTOFUMI FUJIWARA
TAKAO UNNO
HIROKI FUCHINO
KENKICHI TOYAMA

GAME DESIGN

KEN SUGIMORI
KENJI MATSUSHIMA
TADASHI TAKAHASHI
TETSUJI OHTA
TERUYUKI SHIMOMARADA
SHIGERU OHMORI

ADDITIONAL TUNING

SHIGERU OHMORI
JUNICHI MASUDA
TAKESHI KAWACHIMARU

DEBUG

TETSUYA WATANABE
AKITO MORI
HIROYUKI NAKAMURA
TOMOMICHI OHTA
MIYUKI IWASAWA
NOZOMU SAITO

PROJECT MANAGEMENT

TOMOYA TAKAHASHI
SUPER MARIO CLUB

DEBUG SUPPORT

SHUICHI NARUSAWA

SPECIAL THANKS

TSUNEKAZU ISHIHARA
YUURI SAKURAI
HIROMI SAGAWA
YUMI FUNASAKA
NAOKO YANASE

PROJECT MANAGEMENT

HITOSHI YAMAGAMI
AZUSA TAJIMA

PRODUCER

JUNICHI MASUDA

EXECUTIVE PRODUCERS

SATOSHI TAJIRI

SATORU IWATA

GAME FREAK inc.
NINTENDO CO.,Ltd.

LOCALIZATION

THOMAS CONNERY
REIKO NINOMIYA
ERIK PETERSON

LOCALIZATION

MANAGEMENT
NATE BIHLDORFF
JEFF MILLER
LESLIE SWAN
BILL TRINEN

NOA TESTING DEPT.

(NOA Product Testing Staff)
YOSHINOBU MANTANI
SHUJI HASHIMOTO
ROB CROMBIE

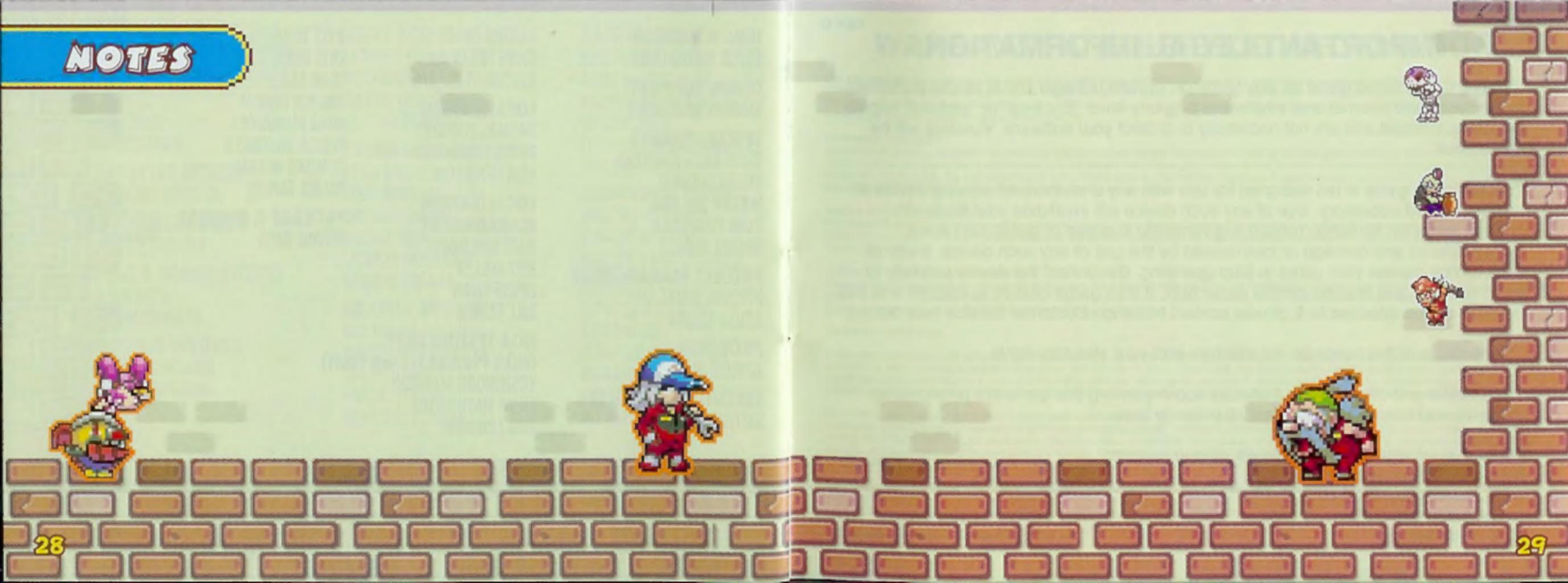
KYLE HUDSON

ERIC BUSH
SEAN EGAN
JIM HOLDEMAN
MIKA KUROSAWA
TERESA LILLYGREN
TOMOKO MIKAMI
PATRIK TAYLOR

PACKAGE & MANUAL

HITOMI ROSS

NOTES



28

29

IMPORTANT LEGAL INFORMATION:

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact Nintendo Customer Service (see below).

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

For further information or assistance, please contact:
Nintendo Consumer Service
www.nintendo.com
or call 1-800-255-3700
(U.S. and Canada)

WARRANTY AND SERVICE INFORMATION

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo will repair or replace the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**

NINTENDO CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
www.nintendo.com

PRINTED IN JAPAN

